II. AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method for executing a computer application installed on a computer, said method comprising the steps of:

(a)   creating a servlet instance in a server connected to the computer on a first network;

(b)   running the application on the computer to generate dynamic data, the dynamic data being available for manipulation;

(c)   intercepting and redirecting said dynamic data to a network publishing component on the computer, the network publishing component using any design pattern;

(d)   transmitting dynamic data from the network publishing component to the servlet instance; and

(e)   creating data objects and populating the data objects with the dynamic data in the server.

2. (Original) The method of claim 1, further comprising the steps of:

(a)   requesting the application from a client connected to a server over a second network;

(b)   updating at least one network page with the dynamic data; and

(c)   transmitting the updated network pages to the client.

3. (Original) The method of claim 1, wherein the first network is the Internet.

4. (Original) The method of claim 2, wherein the second network is the Internet.

5. (Currently Amended) The method of claim 1, wherein the first network is selected from the group consisting of: an internal network, an Intranet, a LAN, a WAN, an internal bus, and a wireless network.

6. (Currently Amended) The method of claim 2, wherein the second network is selected from the group consisting of: an internal network, an Intranet, a LAN, a WAN, an internal bus, and a wireless network.

7. (Original) The method of claim 2, further comprising:

    (a)   converting the display files of the application to network pages capable of displaying dynamic data.

8. (Currently Amended) The method of claim 7, wherein the network pages are based on a extensible mark-up language (XML) language.

9. (Currently Amended) The method of claim 8, wherein the XML language is hypertext mark-up language (HTML).

10. (Currently Amended) The method of claim 8, wherein the XML language is wireless mark-up language (WML).

11. (Original) The method of claim 7, wherein the network pages are JavaServerPages.

12. (Original) The method of claim 2, wherein the network pages are stored on the server.

13. (Original) The method of claim 1, further comprising:

    (a)   creating an I/O buffer for the dynamic data in the computer.

14. (Original) The method of claim 1, wherein the computer contains the server.

15. (Original) The method of claim 1, further comprising:

    (a)   creating a first endpoint connection between the servlet instance and the network publishing component.

16. (Original) The method of claim 15, wherein said endpoint connection is a socket.

17. (Original) The method of claim 15, wherein said endpoint connection is a data queue object.

18. (Original) The method of claim 15, wherein said endpoint connection is a message queue.

19. (Currently Amended) A program product for use in a computer network for executing an application stored on a computer from a client, said computer program product comprising a signal-bearing medium carrying thereon:

(a)   an application invoker to start and run an application in its native environment on the computer from a the client;

(b)   a plurality of network user interface pages to display the application's input/output data on the client, the network user interface pages using any design pattern;

(c)   a data redirector to redirect the application's input/output data to network user-interface pages, the input/output data being available for manipulation;

(d)   a plurality of data objects corresponding to the network user interface pages to receive the application's input/output data;

(e)   a servlet instance to dynamically update the network user interface pages with the application's input/output data; and

(f)   a network user agent to display the updated network user-interface pages on the client.

20. (Original) The program product of claim 19, further comprising a screen definition converter to convert the input/output screen definitions of the application to the network user-interface pages.

21. (Currently Amended) A computer system for executing an application, comprising:

(a)   a central processing unit;

(b)   a main memory connected to the central processing unit with a communication bus;

(c)   a data storage unit connected to a data storage interface which is connected to said communication bus;

(d)   at least one input/output device connected to said communication bus and connected to a network interface to an external computer network,

(e)   an application stored in said main memory and capable of executing on said central processing unit;

(f)   a network publishing component using any design pattern;

(g)   a data redirector to redirect the application's dynamic data to the network publishing component, the dynamic data being available for manipulation; and

(h)   an I/O buffer to store the redirected dynamic data.

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22. (Currently Amended) A computer server for accessing an application stored and executing on a computer, comprising:

(a)   a central processing unit;

(b)   a network interface to connect to at least one client over a network;

(c)   a servlet instance to receive a request from the at least one client to access the application and transmit the request to the computer, the request being available for manipulation;

(d)   a server endpoint connection for transmitting and receiving real-time data to and from the computer on which the application is executing; and

(e)   a plurality of data objects to be populated with the real-time data

wherein the servlet receives the real-time data from the application and populates the data objects with the real-time data.

23. (Original) The of claim 22, further comprising:

(a)   a plurality of network display pages, each of the network display pages unique to each input/output screen definition of the application

wherein the servlet updates the network display pages for transmission to the client over the network.

24. (Currently Amended) A method for executing a computer application installed on a computer, said method comprising the steps of:

(a)   converting a plurality of display files of the application to a plurality of extensible mark-up language (XML[[-]]) based network pages capable of displaying the application's dynamic data;

(b)   creating a servlet instance in a server connected to the computer on a network;

(c)   requesting the application from a client connected to a server over the Internet;

(d)   running the application on the computer in its native environment;

(e)   creating an I/O buffer in the computer for the application's dynamic data;

(f)   creating an endpoint connection between the servlet instance and a network publishing component on the computer;

(g)   transmitting the dynamic data back and forth from the client to the application through the servlet instance, the dynamic data being available for manipulation;

(h)   creating data objects and populating the data objects with the dynamic data;

(i)   updating at least one network page using the data objects, the at least one network page using any design pattern;

(j)   transmitting the updated network pages to the client over the Internet; and

(k)   transmitting network pages having responsive data from the client to server for transmission as input data to the application.

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25. (Currently Amended) A method of interacting with a computer application, comprising:

    (a)   executing a legacy computer application in its native environment;

    (b)   redirecting I/O requests from and responses to the legacy computer application

from a client over the Internet without introducing changes to the code of the legacy

computer application, wherein a state of the legacy computer is preserved between a

session of the client and a later session of the client.